



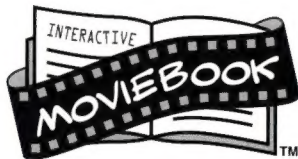
EXO SQUAD

TM



WINDOWS CD-ROM





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Multimedia Tools, a product of Rhode Island Soft Systems, Inc.

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INSTALLATION INSTRUCTIONS

Refer to text file on disc for further operating instructions

1. From the Windows Program Manager, select File and Run...
2. In the Run dialog box, type **D:\install** (Note: substitute your CD-ROM drive designation, if it is not the D drive).

The installation program will check the available space on your hard drive to make sure there is adequate room for the installation of the required files (*which varies according to the type of install you select*). If there is insufficient room on your hard drive, the installation program will alert you to the remaining amount of memory you need to free up in order to successfully install the program.

3. After installing all files, a special **SSI MovieBooks** program group will be created. It will contain your MovieBook icon and any important READ ME files with late-breaking information.
4. The installation program will install a icon which can be used to install Videos for Windows on your system (if you are using Windows '95, or if you already have Video for Windows on your system, please do not install it again.)
5. When the installation is complete, restart Windows.

For technical support, please call
(805) 494-9996 Monday thru Friday,
9 a.m. to 6 p.m. Pacific time.

STARTING THE INTERACTIVE MOVIEBOOK

1. Double-click the MovieBook icon in your SSI MovieBooks program group to begin.
2. To continue past the title and credits pages and proceed to ExoFleet Academy, click the main entrance of the building.
3. Enter your name into the Cadet Registry and press enter. When the doors open, proceed inside by clicking.
4. For helpful navigational hints, click on the “?” button located in the lower right hand corner of the screen.
5. To exit the Academy, simply turn around (by clicking to the left or right) and leave through the same doors you came in. This will end your training session and return you to Windows. From within an activity, click at the bottom of the screen to get back to the main room.

Fast Exit Info: To do a fast exit from anywhere within the MovieBook, hold down the Alt key and press F4.

THE EXODOME

The ExoDome is a hexagonal shaped room with activities located on the walls. To navigate the interior, move the cursor in the direction you want to move (the cursor will change into an arrow indicating the direction of movement), and click. Each wall of the ExoDome holds one of five activities for you to explore. To approach an activity you are facing, simply click on it. You will be instantly moved forward and the fun will begin!

To exit an activity, move the cursor to the bottom of the screen (the cursor will change to a down arrow), and click. This will put you back in the main room.

THE NORTH WALL - THE STORYBOOK

Directly in front of you, as you enter the ExoDome, you will find the Cadet Orientation Kiosk. This is the main storybook interface. Briefly, the features of the storybook are: **1)** The Halo-screen, located down the right hand side of the screen.

It displays the story text, animations and photo/video buttons. Be sure to experiment clicking on these! **2)** The control buttons located below the Halo-screen: StartRead, PageMark and arrow keys. The StartRead button begins the Auto-Read mode (see discussion below). The PageMark button is an electronic bookmark feature that will note your progress in the story and return you to the Table of Contents. The arrow forward and arrow backward are manual controls to “turn” the pages of the storybook. **3)** The CadetScan window, used to display “pop quizzes.” Use the mouse to rearrange the oval-shaped letters to spell the answer to Word Scramble questions. Simply click on the correct answer to complete Word Picks.

AUTO-READ MODE

To begin the “auto-read” mode, click on the StartRead button. This feature highlights and narrates the text plus triggers all of the page animations, videoclips and photo changes. Until the user clicks on the StopRead button, the narration will turn pages and continue reading until the end of the story is reached.

INTERACTIVE MODE

“Turn” the pages of the MovieBook with the arrow keys located below the page of text. The right arrow moves you forward through the story, the left arrow, backward. Click on the various graphics within the text to trigger sounds, animations, videoclips and more as you read the story. The cursor’s appearance will change any time it is over an interactive multimedia event. You can use the left and right keys on the keyboard to turn the pages of the book. Don’t miss the CadetScan window - word scrambles and word picks test your reading comprehension!

CHAPTER QUIZZES

At the end of each chapter is a quick quiz to challenge the reader’s memory. It is accessible only when the reader is in interactive mode (without “Read” enabled). Typically the reader will be asked to answer a quiz question related to material presented in the chapter. When the reader clicks on the correct answer, the

PUZZLE board will be revealed. On the puzzle board will be an incomplete scene from the series. Each chapter quiz provides one piece to place in the puzzle. To fit the puzzle piece, position the cursor over it, click and hold the mouse button, and move it into place. If the location is correct, the piece will snap into place. When all the chapter quiz questions have been answered and the puzzle completed, the reader can print the puzzle picture, if a printer is connected to the computer.

1. THE NORTHWEST WALL- THE EXOFRAME DESIGN FACILITY

Mix and match a variety of standard issue ExoFrame elements to create your own custom E-frame! Upon arrival at the activity, instructions on the screen will teach you how to access the parts and drag them into position above the anti-gravity platform. For the best results, be sure to adjust the position of the pieces in the work area until they snap into place. When you're done, print the design for coloring!

2. THE SOUTHWEST WALL- THE EXOFLEET AEROCENTER

The ExoFleet AeroCenter is a fun, quick primer in the basics of aerodynamics as illustrated through paper airplanes. Click on "Build the Planes" to view step-by-step instructions that teach how to build three different types of planes. Click on "Detail the Planes" to print official ExoFleet insignias on plane templates. Click on "Talk About Planes" to learn some basic flight terminology.

3. THE SOUTHEAST WALL- THE MEMORY TEST CENTER

The Memory Test Center does just that - tests the user's ability to recall patterns of light and sound. To begin, choose a difficulty level, and click on the Start button. Follow along as the computer lights a series of buttons and triggers accompanying sound effects. Use the mouse to click on the buttons, matching the original order illustrated by the computer. Three difficulty levels offer users of all ages a challenging test!

4. THE NORTHEAST WALL- THE STRATEGY MAZE STAGING AREA

The strategy mazes included in this activity test the cadet's ability to foresee the dangers posed within the maze, and avoid them by leading the E-frame to the Safety Zone. Dropping homing beacons near the E-frame moves it in the direction you want it to follow. The E-frame will follow as long as the beacons are dropped near it. Reach the Safety Zone and defeat the Neosapien scourge!

VIDEO RESOLUTION

The recommended display resolution for the MovieBooks is 640 X 480, 256 colors. You can run Moviebooks in higher resolutions, but they will look proportionately smaller, and may run slower in higher color resolutions.

VIDEO FOR WINDOWS

The movies featured in this storybook use Microsoft's Video for Windows for playback. These movies were captured and processed using state-of-the-art technology to achieve the highest visual clarity and smoothest motion. Playback performance will be scaled to the abilities of your video card. If you encounter any problems, please make sure you have updated Windows video drivers in your system.

TECHNICAL SUPPORT

If you cannot get the MovieBook to run properly, contact us for technical support: (805) 494-9996. Our support line is open Monday through Friday, 9am to 6pm Pacific Time.

QUICK TIPS:

- Be sure the CD is in the drive before running the Moviebook.
- Try to have the latest Windows video and soundcard drivers on your system.
- If you're running on 4 MB of RAM, performance will be slow. Upgrade to 8 MB for greatly improved Windows performance.

EXOSQUAD INTERACTIVE MOVIEBOOK™

The year is 2119, and mankind faces its darkest hour. A race of artificial humans called Neosapiens threatens to wipe out its Homosapien creators.

So begins the saga of the ExoSquad. Outfitted with modern day, robotic suits of armor called ExoFrames, the ExoSquad is a tight-knit band of E-frame pilots who fight to rid the Homeworlds of Neosapien domination.

Now, Sound Source's ExoSquad Interactive MovieBook gives kids the opportunity of a lifetime - to enter the Exofleet Academy and find out what it takes to become an E-frame pilot!

First, cadets learn by example through recountings of Able Squad exploits, told in a fifty-plus page "history" book full of cool animations, videoclips and more. Then they move on to hone their defensive skills by evading Neo E-frames in the Strategy Maze Staging Area.

A memory challenge tests their ability to recall sequences of light and sound. An on-sight E-frame design hangar lets cadets design their own custom E-frames. Finally, an aerodynamic studies center introduces cadets to the basics of flight through paper airplane construction. Kids customize their creations with official ExoFleet insignias!



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R.I. SOFT SYSTEMS
Software Engineered to Be the Best



SYSTEM REQUIREMENTS:

- 386/33 running Windows 3.1 or later
- 8 MB RAM
- CD-ROM drive (double-speed)
- 256-color monitor
- Sound card

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